

THE LEGENDS OF HYRULE RPG



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I - Translation Notes

It was necessary to change some minor details in order to make the game playable as an RPG. However, I

have done my best to see that the main theme remains untouched.

A - *In the Zelda video games, each heart counts as 4 points of damage. This has been altered slightly as hearts were a hard way to track damage on paper, therefore as a number value all damage is referenced as 1,2, or 4 damage; as ¼ heart (1 damage), ½ heart (2 damage), or full heart (4 damage). To keep to tradition we will still reference “hearts” of damage instead of the exact values. You can choose to draw hearts for your health or write the value. Hearts that you pick up, as well as Heart Containers, still count for a full heart of health. Therefore, if you pick up a heart, you get a full heart added to your Life, and a Container Heart gives you 1 more permanent heart in your Life.*

B - *Most Heart Containers are temporary. They last for about six months. Why do I say this? What happened to the rest he picked up in each game? Apparently, they wore off... Same goes for Magic Containers, if you use them in your version of the game. This is however optional ruling by the GM, as they may use it as a leveling award for players to have permanent health increases.*

C - *Items that would normally, in the game, affect the whole screen, now affect a certain radius around the user.*

D - *All creatures now have backgrounds and explanations, many of which were not made up by Nintendo or Shigeru Miyamoto. However, I have done my best to see to it that these stories never conflict with the Zelda storyline.*

For example, the game series never explained what a Darknut is. The explanation I made up is one of many possible stories, but it is at least plausible within the Zelda universe. I am using many references and resources like the Hyrule Historica to put together decent backgrounds.

E - *No, your character won't be as strong as Link. Link is supposed to be the greatest hero ever, the "Hero of Hyrule." If it were possible to create characters that were more powerful than he is, the game would no longer be in the Zelda universe. You can build a stronger warrior, or a stronger wizard, but nothing that excels in everything all at once like Link. If you wish to play as Link, that's between you and your Game Master.*

F - *Just because Link's -thing- works a certain way in a game doesn't mean every -thing- in the Zelda universe works the same way. Link's swords in The Legend of Zelda series, well a lot of his swords, shoot beams at full health, but not all swords do (some swords are Magical so that's an exception). In The Legend of Zelda, Link's boomerang comes back to him even when he moves, but Goriya **always** have to wait for their boomerangs to return; apparently Link's is the only Tracer boomerang in the game. In other words, no, all your items won't necessarily be as powerful as Link's, and there will be many variations of each item.*

G - *Most weapons require weapon skills. Link did not need to learn skills, he could simply pick up a weapon and use it; however, only Link can do that. As the Hero of Hyrule, he automatically has **all** weapon skills, and nobody else does. See note **E**.*

H - *This game is set in any timeline you wish for the legend of Zelda series. This book will include the hyrule timeline for reference; however we will do our best to represent a time after time, where the Zelda universe can be used as a whole instead of in sequences. Remember that in the game, the characters are seeing things clearly that we see distorted by game console technological limitations.*

I - *Link has had many incarnations, but for the purposes of this game he is Hylian.*

II - Getting Started

A - Materials Required to Play

- 1 - This document
- 2 - One Character Sheet per Player [[Character Sheet](#)]

- 3 - A listing of Hylian creatures [[Creatures and Races of Hyrule](#)]
- 4 - A standard Dice Set (D20, D12, D10, D8, D6, D4)
- 5 - One erasable pencil
- 6 - Several Life Markers (buttons, beads, a notepad to write on even)
- 7 - One brain (with imagination capabilities)
- 8 - A Game Master to run the thing XD

B - Players

Verbally control their characters in the imaginary realms of Hyrule.

Commands could include things like "I shoot an arrow at the moblin," or "I go down the hall and open the door." Basically anything is possible!

C – Game Master

Oversees the imaginary world, explains what's going on to the players, controls all characters and creatures not controlled by players. Using the above examples, the GM would tell the players where they are, and what their actions do to the world around them. "The moblin blocks with his shield and charges," or "You open the door and see a large room with three Stone Statues and a pack of Goriya, one of whom seems to be holding a key."

The GM has the most difficult job, because he must think of how characters and monsters will move and interact, and must have a thorough understanding of the world at large. If an arrow misses, he must decide where it lands. He must also decide who the uncontrolled characters (NPC's) will talk to, attack, help, etc.

III - Character Creation

Your character can be any type of Person. I recommend that you play a Hylian. After following this guide and choosing a race (*Creatures and Races of Hyrule*) look at *Classes* for more info.

Playing a different type of creature, such as a moblin turned good, would offer certain challenges, but could be frustrating, especially to new players.

To create your character we will be following similar steps to the VGS process of point balancing.

A - First Steps

1 - First, choose what race of creature you wish to play. Hylians are very versatile and skilled, and so make excellent player characters, they are also the standard for beginners; however, you may wish to play various other types of creatures for variety, such as moblins who have turned against Ganon and are now trying to restore peace to Hyrule, or an evil Zora, or any other "Person" classified race. The difficulty of the race to be used as a player is beside the "Person" designation as a value from 1 to 10, where 1 is the easiest to play and 10 is the most difficult; however, final decision on what can be played is up to the GM.

Refer to [Races of Hyrule](#) to see what your race's natural abilities and starting statistics are.

2 - Classes in Hyrule include knights, rangers, sages, tamers, advisors, and many more jobs. There are many plausible occupations in Hyrule, including most of those that existed in Earth's Renaissance period, as well as several magic-related jobs, such as fortune-tellers, who forecast possible futures; but classes determine your skill set and general disposition economically in Hyrule. Classes can be found in the [Classes](#) book.

3 - Choose a name for your character, as well as the character's age and sex. Some races are restricted on sex of the character, but we tried to flesh out those "unknown" features, like Goron Females for example. These are physical genders related to the physicalities of each race on genetics; they do not mean you have to use those genders as your character identifies with them.

B - Stat Points

1 - What is it?

Stat Points are points that you use to determine your stat values. Every statistic a player has starts at 10 points. The stats connected to those skills are the average of all of their sub-stats.

For example a strength with sub-stats of 10, 8, 6, 12; would have a strength value of 9 which is the average of all the sub-stats in strength.

In the VGS system, the lower your statistics score, the easier it is to succeed. So you want to take as many points as you can out of the stats you want, and put them into the stats you don't want or need. Every point removed must be placed elsewhere.

When you create a character, be sure to check the modifier statistics for its race as provided in *Creatures and Races of Hyrule*, as they will influence your final values.

REMEMBER LOWER IS BETTER FOR STATS!

2 - How Are they Used

When making a character there are two ways to assigning your points. The first way is to start all skills at 10, then **move** points around maxing at 2 (lowest score possible) or 18 (highest score possible). This makes end level characters that can be customized in any way for any kind of story. If you want a level system this way then make it so that they can only go as low as 6 or as high as 14 on any skill. This will allow for character growth as level rewards. In the end the amount of Points you can move is to be determined by your GM. For your average game players may not have stats above 14 or below 6; however for a longer/harder game these limits can be 12 highest and 8 lowest, and for faster/easier game the limits can be 16 highest and 4 lowest.

The second method for assigning points to skills is to take points from a pool and assign them to your skills. A player is given 192 points they **MUST** spend on skills, this is enough for 12 points in each skill. This method is longer but forces more thought in the character development.

C - Character Points

1 - What are They?

Character points (or CP) are a reward given for completing missions, storylines, or playing well in character. They are used similar to experience in other games when determining levels, but have a few special things you can do with them as well. CP can be used to buy skills (like weapon use sword, magic, shield, cooking, etc.), for additional languages, to get new Qualities, or to get Heroic Dice.

2 - Buying Skills

You can buy the following skills with CP:

1 CP = Any specific weapon group skill; the Shield, Swimming, or Throwing skill. As well as for a new Language.

2 CP = Brewing, Cooking, Riding, Magic, or Music skill.

3 - Buying Languages

You can use 2 CP to learn a new language. Generally every race can speak and understand Hylian, but various races each have their own Language as well. Here is a complete list of languages, but if you look in the *Creatures and Races of Hyrule* you can see what races speak which language.

Common Languages:

Hylian, Gerudo, Goron, Zorian, Deku, Boko, Wild, Kokiri

Uncommon Languages:
Lizah, Ritoh, Shiekah, Nuki, Stal, Insectoid, Minish

Rare Languages:
Demonic, Sacred, Twili, nailyH, Darknut, Ancient

4 - Buying Qualities

While you cannot use CP on Qualities during character creation, you may spend an values of CP equal to double the Quality points required for the Quality to add it to your character. The GM should determine if the Quality is relevant to your character, as usually Qualities add roleplay elements to the game. These are found in the *Qualities & Drawbacks* book.

5 - Buying Heroic Dice

For the cost of 2 CP you can add a Heroic D6 to your Heroic Dice Pool. Heroic Dice are special dice that you can use anytime you make a D20 roll to add to your value. Generally they should be used to succeed in impossible situations or to save a life as a heroic or impossible feat of strength! Once used a Heroic Dice is gone, regardless of whether or not the roll ended up passing.

C - Vital Statistics

1 – HP (Health)

Life determines how how hard your character is to kill.

Your health is determined by your class. At first level you start at max HP value for your class, so 1D8 HP would be 8. For every level after you roll your HP die to determine the additional health you get.

2 – Armor

Armor is the value of your resistance to physical damage. Some races have a natural armor and some need to buy armor. Either you should only be adding your armor if you have racial or equipment giving you an armor value. Armor directly reduces it's amount in damage. When determining your armor when your race has natural armor take the higher armor value between the worn and the natural armor. The values DO NOT STACK.

3 - Action Points

Every new character starts with Action Points based on their class; in general 2 AP. Generally one AP is spent to move and the other to Attack, but you can combo these in any way. Only one attack and one spell can be made per turn, unless specified by a skill. You can make as many movements, non attack actions, or skill checks as you have the AP available for.

4 - Creature Size

Every race has a character size that influences their stats. These are on the Race / Creature information sheets as well as based on their Height. Use the chart below for the effects on Size for Stats roll modifiers.

Size	Brawl / Lift Mod	Acrobatics / Hide Mod	Space Req.	Reach	Avg. Height/Length
Micro	-4	+4	1ft	1ft	< 6in
Tiny	-2	+2	2.5ft	2.55ft	6in - 1ft
Small	-1	+1	5ft	5ft	1ft - 4ft

Medium	0	0	5ft	5ft	4ft - 8ft
Large	+1	-1	5ft	5ft	8ft - 10ft
Giant	+1	-1	10ft	10ft	10ft - 20ft
Huge	+2	-2	15ft	15ft	20ft - 32ft
Gargantuan	+4	-4	20ft	20ft	32ft - 64ft
Colossal	+8	-8	30ft	25ft	> 64ft

D – Statistics, Rupees, & Gear

All Stats start at 10, and can be modified from there. Your Strength, Intelligence, Dexterity, and Charisma Attributes are the average of all of their sub-stat values. A description of each stats use is below.

Players start with the rupees determined by their class (*see Classes*) to spend on starting gear. I recommend that all characters begin with standard equipment. (i.e., a simple weapon, food, water, some essentials, and armor if possible.)

1 - STRENGTH

Strength is the overall attribute for a character's physical prowess. Any time a character is in physical danger or requires brute force / physical prowess, this is the attribute to go to. The strength attribute value is used for skill rolls not covered by skills (or extra skills).

- a. **CLIMB:** Climbing is the characters ability to scale walls or steep cliffs. this is also used for climbing rope, dropping down from ledges, and various other climbing related tasks. This skill also encompasses the characters ability to secure climbing points and tie rope in sturdy knots. The GM is encouraged to make their tasks match the situation by adding or removing from the players roll when the environment differs. Some examples are: A smooth wall would be hard to climb so the GM would give the player -3 to their roll; on the other hand a sloped back cliff would be easy to climb and would give the player a +2 to their roll.
- b. **LIFT:** Lift is the characters ability to carry, lift, or break open things. When smashing down a door, holding another character, or even attempting to lift a gate, these all fall under this skill. Lifting also determines the carrying weight of the character. To calculate this, please use the chart below (all values are in pounds or lbs):

M = Maximum Carrying Load, R = Regular Carrying Load, L = Maximum Lifting Load, D = Maximum Dragging Load

18-19	16-17	14-15	12-13	10-11	8-9	6-7	4-5	2-3
M = 30	M = 50	M = 100	M = 120	M = 150	M = 180	M = 225	M = 300	M = 400
R = 15	R = 25	R = 50	R = 100	R = 120	R = 130	R = 180	R = 225	R = 250
L = 60	L = 80	L = 160	L = 150	L = 175	L = 200	L = 250	L = 320	L = 450
D = 50	D = 90	D = 200	D = 250	D = 300	D = 350	D = 400	D = 450	D = 800

- c. **BRAWL:** Brawl is the characters ability to fight in Melee combat. This includes anything from fists and swords, to Warhammers and futuristic Light Swords! The Brawl skill is used when making a physical attack or combat move against another player in melee range. More details in Rolling for Combat.
- d. **ENDURANCE:** Endurance is one's ability to keep performing through damage and exhaustion. Endurance determines the physical prowess of the character. This skill is used when a player takes a crippling blow to see if they stay upright, to fight paralysis from physical damage or poisons, and to avoid hunger, sleep, or thirst. This is used in a fortitude based save situation. For every 2 points below 10 your Endurance is you get an additional heart of health. You also lose 1 heart of health for every 2 points above 10 you are in this skill.

2 - DEXTERITY

Dexterity is the measure of someone's ability to act with finesse, swiftness, and silence. Anytime a character requires balance, acrobatic skill, or speed based movements, this is the attribute to use. You roll the Dexterity Attribute when you don't have a skill that is a better match for the roll.

- a. **ACROBATICS:** Acrobatics is a skill used to roll out of the way of danger. It is used more in combat or in response to traps going off. Any kind of reflex based save will be based on this roll. Acrobatics also is used to cross narrow gaps, fit into tight spaces, and for balance related checks. It is also used to reduce incoming damage with a dodge roll. See the Combat chapter for more information.
- b. **RANGED:** The ranged skill is used when making a ranged attack or throwing an object. This skill is also used when trying to hit anything at a distance. Your ranged skill is mainly used in combat. Use the table below to determine your modified ranged and throwing distances.

T=Throwing Distance (in ft)

R=Ranged Modifier Distance (in ft)

18-19	16-17	14-15	12-13	10-11	8-9	6-7	4-5	2-3
T=10 R=-60	T=15 R=-40	T=20 R=-20	T=25 R=-10	T=30 R=0	T=35 R=+10	T=40 R=+20	T=50 R=+40	T=60 R=+60

- c. **PERCEPTION:** The ability to find things; it is also used to spot subtle things off in a disguise or bluff, allowing you to sense motives and see through illusions and tricks, as well as searching a room for something specific, or hearing enemy troops around a corner.
- d. **HIDE:** Your ability to hide yourself. This is used when you want to be disguised or move silently as well. Any stealth based checks fit here. This is also your save for being spotted. This is also used for making disguises.

3 - INTELLIGENCE

Intelligence covers all intellectual properties of the character. May it be intelligence in the form of smarts and knowledge, or in the form of wisdom and lore. This also helps players who use a lot of engineering, or magical spells and abilities.

- a. **MEDICINE:** Medicine is the ability to heal and harm the living body. This means everything from

first aid, to surgery; as well as pressure points and weak joints and muscles. Medicine can be used to judge the health of a character based on looks, or used to determine a type of effective weapon against an unknown organic creature based on anatomy.

- b. ENGINEERING: Engineering is one's ability to work with machines, computers, or simple mechanisms. This could include hacking a computer, disabling a complex spike trap, working a gun or unknown weapon. As well as crafting or recycling parts from damaged or used items. This can also be used to identify mechanisms or construct type creatures and their weaknesses.
- c. MAGIC: Magic is your character's ability to understand the world and its powers. This involves everything from making potions, to casting spells.
- d. KNOWLEDGE: This is your character's overall understanding of things around them. Be it languages, creatures, places, customs, religions, and so on. Knowledge is also a value use when trying to understand new things; for instance this skill might be rolled when trying to use a new weapon or new tool. Characters can have specific knowledges as specialties that give this skill a boost.

4 - CHARISMA

Charisma is the culmination of all of your characters social prowess, from good looks, to good posture, to an enchanting or commanding voice. Charisma is used when a social based interaction does not fall into one of your Charisma based skills. All social skills usually ar at a 0 modifier if the opposition is neutral, but get harder (by subtracting X from the players roll) if the opponent is angry, suspicious, etc; or easier (by adding X to the players roll) if the opponent is already friendly or trusting.

- a. CHARM: Charm is your ability to get someone to do what you want. This is a useful skill to use when trying to seduce or interrogate someone. This skill is generally useful for those who wish to dominate the social circle in a polite and manipulative manner.
- b. GATHER INFO: Gathering Info can be an arduous task, some people are just better at it than others. Maybe they know the right questions to ask, or maybe they just know the right buttons to push or people to pay. The gather info skill is used to get questions answered, directions given, or even to find out quests and rumours. Not a lot of people will give information for free so being a good talker helps.
- c. DECEIVE: Once in awhile you need to lie to another. Maybe it's a verbal lie to save them some hurt, maybe it's a misdirection to tell them what they want to hear instead, or maybe its a flat out "I'm the super president of earth" impossible lie that you're praying works so you don't get your brains blown out. Well deceive is what you need to lie. If your character is deceptive then all of their lies sound more realistic, no matter how crazy they actually are. Of course the GM can add modifiers to make impossible lies less likely to work, most enemies can be fooled but aren't outright ignorant.
- d. DIPLOMACY: When you need to inspire or spread fear Diplomacy is your go to skill. Commanding others to listen, or flee are both tactics of diplomacy. This is a measure of your characters overall leadership and personality on a large scale. A diplomatic character can win most fights before they even start.

E - Qualities & Drawbacks

Qualities are special traits of your character. These are chosen from the *Qualities & Drawbacks* book in this collection. Qualities and Drawbacks sometimes have racial or class restrictions, but usually it's free game.

You're chosen qualities and drawbacks must balance out in point value. To see more look to the *Qualities & Drawbacks* book.

F - Spells

A player can choose a number of spells from the *Magic Spells & Music* book as determined by their class, as some classes are better suited for magic. For more info see the *Magic Spells & Music* book, which will tell you how to select spells properly. Use the table below to find your base spells based on your Magic Skill.

To determine your spells take take your Class Spells + Race Spells.

The easiest example would be a Hylian at level 3 Knight. They would be calculated as:

1 (Knight 3) + 0 (Human) = 1 + 0 = 1 Spell

Or for a Wizzrobe as a level 3 Sage of Farore:

5 (Sage 3) + 4 (Wizzrobe) = 5 + 4 = 9 Spells

G - Leveling Up

Leveling up is a very simple subject in Legends of Hyrule. Much easier than in most other PaP RPG's. The GM awards players for completing campaigns or missions via CP. After receiving 10 CP a player will level up. When leveling the player gets the opportunity to move 2 points from their stats unrestricted (thus improving them), as well as any benefits that next level gives them in their given class (which is generally more MP, HP, a new specialty, etc).

Examples of when to level a group would be after slaying a boss in a Temple, or to be faster you can level them per mission leading up to that fight. This was done to level 10, since most Zelda games don't have many temples beyond 10. Also characters can multiclass with their levels to level multiple classes, however this means when they hit level 10 they won't get the full level cap abilities of any given class.

For changes in leveling speed you can adjust the CP needed to level or give more or less CP at the end of each mission.

H - Advantage / Disadvantage Rolls

During sections of this book you will see "Advantage" or "Disadvantage" in relation to rolls, checks, and attacks. When making an Advantage roll roll 2 die and use the higher roll. When rolling for disadvantage roll 2 die and use the lower die.

IV - Creatures

Races and Creatures

Races and creatures are both done via a bestiary style system in our books. All contain the information below but the main difference is all races are presented as bases for player, while creatures have a set CL where the CL is a difficulty value equal to what their level would be. This helps with balancing as the total of the CL should match the total level of the party. For example 2 Lvl 3 players could face a CL6 as a balanced engagement, or 6 CL1's as an engagement. For a challenge use CL's up to double the party's level, and for easier engagements use half the party's level for CL.

A - Type

Creatures can be one of several basic types of things. Typically, it doesn't matter what type of creature a monster is, but it may matter for magical or scientific reasons in highly developed campaigns. These creatures are all listed in the bestiary later in this book.

The basic types of creatures in Hyrule are:

1 - Animals

An animal is a basically mindless creature, such as a dog or cow. They have no civilization as such, no technologies, and no abstract language.

As in the real world, animals in Hyrule can be malicious, benign, or timid. Some will attack relentlessly, while others simply wish to be left alone, and some will flee if they see any life-form other than their own. Animals cannot be player races, but generally have the Tameable USR.

2 - Plants

Although generally rooted and harmless in reality, plants in Hyrule are often mobile, and just as often predatory. Some of the fiercest monsters in Hyrule are actually plants, which attack other living creatures in order to obtain nutrients which are not accessible to them because of a lack of roots, or else for magical reasons. Can only be player races if allowed by GM, or if stated.

3 - Spirits

"Spirit" is a broad category, which perhaps could stand further subdivision.

A spirit is any living creature that does not have a physical body, per se. Even without a body, some spirits can be quite dangerous, and they comprise some of the most feared monsters in existence.

Although they do not have a physical body, they are composed of a type of quasi-physical substance called "ecto-plasm." This ghostly substance can be solid, liquid, gaseous, or ethereal, and some spirits can change state at will. By changing to an ethereal state, most spirits are able to pass through physical matter.

4 - Automata

An automaton is not a truly a life form. It is a thing animated by natural principles (robots/machines) or magic (magical defenses). Automata are made as guardians usually, so generally they are an indication that some type of important treasure or secret place is nearby; however, since some automata can last for decades, or even centuries, there is no guarantee that the place or thing they once guarded is still extant.

5 - Trap

An automaton or creature with very odd stats (sometimes none) that is given a challenge level simply through a trap perspective. They are usually tricky, one gimmick utility creature or automations that are deadly and avoidable. Trap Creatures and Automations can be disarmed by a Thief.

6 - Undead

Undead creatures are a specific type of automata. These creatures are abominations to life, death, and all their principles. Most undead creatures will take damage from healing spells, and all are shunned by living society. Some were cursed this way, while others wanted eternal life.

7 - People (X)

A person is an intelligent creature with a language, and generally a society of other beings like itself. All races in the People category of creatures are considered playable, but not all are recommended for beginning players. When People is shown as a creature type it will be followed by a number in brackets. This number ranged from 1-10 to show the difficulty for the player to play and the GM to maintain in a campaign. 1 is for beginner players, 5 for knowledgeable players, and 10 for those times when the GM and players wanna get super creative.

B - Terrain

Some creatures only inhabit certain areas. The most common types of terrain in Hyrule are:

1 - Plains

Plains are also sometimes called "fields" or, less commonly, "prairies." They are places where the ground is relatively flat for a large area, and are usually grassy and sparsely populated.

2 - Forests

Forests are areas of dense, large foliage, primarily trees. They are generally difficult to navigate, and replete with plant and animal life. Often, forests grow dense enough to block out most sunlight. Forests generally have Rain and Thunderstorms, and to replicate this you can roll for a 10% chance of Thunderstorm and a 30% chance of Rain each day.

3 - Deserts

Deserts are dry, sandy areas with little annual rainfall. The terrain tends to be fairly even, with a few jagged rocks. Since it is very difficult to live in these arid places, there tends to be very little animal or plant life. A Sandstorm should come up as a 10% chance each day.

4 - Mountains

High altitude climates that tend to be dry and rocky, but generally have a fair amount of plant and animal life, as well as small villages of people.

5 - Tundra

The tundra is an area of snowy wastes where it's so cold most hylians cannot live, and most plants cannot grow. It's almost always icy and snowy in these areas with a high chance of blinding blizzards. Blizzards should happen at a 20% chance.

6 - Swamps

Swamps are areas flooded by slow-moving, and often stagnant, water. They are difficult to move through, since the water is often deep, and the swamp's floor is seldom as solid as rock or clay - usually it is mud with a thick layer of slime.

Swamps always contain all kinds of life; plants from pond scum to massive trees, and animals from parasitic bugs to octoroks. Swamps have rain at 30%, fog at 20%, and poison fog at 5% chance.

7 - Caves

Cave dwelling creatures are often found in ruins and catacombs as well as natural caves.

8 - Water

Some creatures are aquatic by nature, but can still trouble land-dwelling creatures. These include Zora and bago-bagos.

9 - Sentry

Some creatures, particularly automata and spirits are primarily guardians of important places, and so do not have a "natural" terrain, but are only found in strongholds. Stalfos, for example.

In addition, some creatures may be peculiar to very specific areas, such as Gheenies, who only appear in graveyards.

10 - Realm (X)

Some creatures are only found in other realms such as the twilight realm. These creatures will have their realm specified, and what sub-area of that realm they live in.

C - Languages, Weight, Height, and Lifespan

These show the default languages, life, height, and weight of the creature.

D - HP and Armor

The default Health and HP per level for the creature as well as its natural armor value. This HP is not used on player characters and races with Classes.

E - Stat Modifiers

The modifiers applied to the stats after all points have been moved during character creation. These modifiers can change stats beyond the normal creation limits, but not below 2 or over 19.

F - Damage

Damage represents the damage a creature can deal *unarmed*. If the character is armed, the weapon causes its usual amount of damage.

G - Mana Points

Represents the amount of mana this creature starts with for magic and musical spells. Players and creatures with a Class use their Class' mana value instead.

H - Movement

A creature's Speed number is the number of feet a creature can move in one turn. Movement speed while given in feet is generally read at 5ft per square. So a creature with a 30ft movement moves 6 squares.

I - Attack Type

Represents whether a creature inflicts damage passively simply by touching or being touched, or deliberately deals a blow. For example, a jellyfish attacks passively, meaning that it hurts to touch one; whereas, a dog attacks deliberately, meaning that it has to try to hurt you in order to do so. Creatures that attack passively will usually not hunt or attack the player even when aggressed.

J - Specialties

Special abilities that a creature inherently possesses, such as the ability to fly, shoot fireballs, or pass through walls. These specialties are gained without any cost toward chosen Specialties, and must be taken.

K - Faults

Faults that a creature inherently possesses, such as a weakness to fire, a heavy slow body, maybe an overeating problem. These Faults are gained without any cost toward chosen Faults, and must be taken.

L - Treasure

Some creatures only leave certain types of treasure behind. This category shows what types of treasure that creature carries. B=bombs, A=arrows, M=Large Magic Decanter, S=Magical Stopwatch. "Standard" treasures are hearts, rupees, and Small Magic Decanters.

1 - Types

a. Rupees:

Rupees are gems cut to a uniform size (about an inch long, half an inch wide, and hexagonal), which are used as currency in Hyrule and the surrounding kingdoms. There are three types, green, blue, and red. The green gems are worth one rupee, blue ones are worth five, and red ones are worth twenty. Sometimes Purple (50), Silver (100), and even Orange (200), rupees can be found, but they are never just dropped and are rare.

b. Hearts:

Hearts are vital energy left behind by defeated monsters. Picking one up will heal 1 Heart of damage (4 points).

c. Bombs:

Bombs are round bundles of explosives which blow up 2 turns after they are activated, causing 3 hearts of Damage with Super Penetration to anything within 5 feet of the blast, and destroying

fragile walls, rocks, etc. Also causes knockback of 15ft on all enemies medium or smaller hit by the blast..

d. Arrows:

Arrows are wooden rods tipped with sharp heads, and designed to fly straight for a long distance when fired with a bow. They are practically useless as anything else.

e. Magical Stopwatches:

Magical Stopwatches are extremely powerful magical items. It is considered activated as soon as a character touches it, at which point it instantly takes effect, and disappears.

When someone activates a Stopwatch, all creatures within a 20-foot radius stop dead in their tracks, and remain frozen in time until the character leaves the affected area. During this time, no other creatures may enter the 20-foot radius, and the character who used the stopwatch is impervious to all attacks from anything outside of it.

However, the effect only lasts for as long as the character stays within that radius. Once it leaves, the spell is broken.

If two characters manage to activate stopwatches simultaneously, within 20 feet around them, both stopwatches take effect, and neither character is frozen, but both are able to move through the entire affected area. But, as soon as either one leaves, the spell is broken.

All frozen creatures inside the area can be dealt damage directly with no need of armor saves or dodge rolls.

2 - Chart

When you defeat a monster, roll 2D6 to determine what type of treasure you received. If you roll a type of treasure which the monster in question doesn't carry (i.e., you kill a Bot and roll 5, but bots don't carry bombs), re-roll the dice. If you still get an invalid roll, the creature was carrying no treasure.

- 2 Red Rupee
- 3 Red Potion
- 4 Blue Rupee
- 5 Bomb
- 6 Green Rupee
- 7 Heart (4HP)
- 8 nothing
- 9 Arrow (roll a D8 for the number of arrows received)
- 10 Magical Stopwatch (or nothing if you prefer)
- 11 Green Potion
- 12 Full Decanter (fills MP instantly)

M - Special Treasure

A special treasure is a treasure that is usually essential to the completion of a quest, and which is predetermined. These can include maps, weapons, special documents, keys, armor, or other important items. Special Treasures do not affect normal treasures.

For example, in a certain quest, a certain Stalfos has a Special Treasure; a map, let's say. When a character defeats the Stalfos, he rolls for treasure, as he would normally. Let's say he rolls a 4 and a 3 (7). When the Stalfos collapses, the map and the heart both appear.

N - Special Info

Special info for this particular race relating directly to the game and it's players. For example some races have special info as preferred player race, or decent player race. This area is simply to help starting players decide on race and campaign restrictions.

V - Items

This section will go over the general basics of weapons and gear in the game. However as of “Zelda: Breath of the Wild” we now have access to an abundance of items, weapons, armor, and gear to specifically add to the game. Because of this you may use this section or the addon book *Weapons & Gear* to determine drops, loot, and gear for your game.

A - Weapons

Using any weapon without the necessary skill results in a penalty of -2 to a character's Combat Rolls. Penetration Factors describe how well weapons can penetrate shields and armor. Shields and armor, have a penetration resistance number. This allows them to ignore penetration values lower than their resistance score. A rare penetration level called “Super Penetration”, usually held by explosives, pierces everything, even the toughest magical armor. To see more about specific Weapons and Gear see the book *Weapons & Gear*.

B - Armor

1 - Body Armor

All types of Body Armor (armor made from plates of metal) may reduce some of the wearers more dexterous skills, because of their bulk and weight. They all allow characters to sustain more damage. On the character sheet, this is represented by the Armor Points next to the HP on the right side of the Character Sheet. Armor generally has a tier connected to it described below. A Character can only have 4 slots of armor. One Head, One Body, One Legs, and One Accessory. To see a detailed list of armor see the book *Weapons & Gear*.

a. Light:

This is the weakest form of armor, being used by most trainees and is both cheap and easy to make by almost any smith. Light armor generally only gives 1-2 points of protection. This armor generally causes no negative effects to skills.

b. Medium:

This is your general towns watch level of armor. It's not cumbersome like plate, but not light like cloth. Medium armor is a smithing skill that needs training to make, and can protect anywhere from 3-6 points of armor. It generally gives the wearer -1 on their rolls for acrobatics, and hide.

c. Heavy:

This is your knight level of armor. It's largely plated, and heavy to wear. Heavy armor is a smithing skill that needs expertise to make, and can protect anywhere from 7-14 points of armor. It generally gives the wearer -2 on their rolls for acrobatics, and hide.

d. Special:

This is your darknut brand of armor. It's entirely cumbersome plate covering basically everything, and usually layered and hard to move in. Special armor can also be rare or magical in nature, and can protect anywhere from 15-25 points of armor. It generally gives the wearer -5 on their rolls for acrobatics, and hide.

C - Dungeon Items

1 - Special Keys

Most keys in Hyrule work the same as ours do. They open a specific lock. However, there are special keys, which are banned from the open market, and which allow a character to open any lock.

a. Skeleton:

A Skeleton Key, when inserted into any lock, will assume necessary shape to open that lock, and then retain that shape. This key cannot be used on another lock once it has the shape of one lock.
(generally not sold anywhere)
(banned)

b. Boss Key:

A Magical Key only found in dungeons and is the only thing able to open the boss chamber door. Even copies of this key will not function the same way as the key itself no matter how good they are..
(banned)

2 - Compass

Compasses are magical pointers that are sympathetically tuned to a certain magical item. They will point the way to the item at all times.

In addition, if they are held against a dungeon map (even a hand-written one, so long it is to scale), a small red glow will indicate the position of the item, on that dungeon map.

D - Special Items

1 - Triforce

The Triforce is a magical item left by the goddesses who created Hyrule as a symbol of their power. It is made of pure gold in the form of three equilateral triangles, joined at the corners to form a larger triangle. The normal laws of space and mass do not seem to apply to it, and it can be of any size. Typically, the united Triforce is about four feet on all sides, and about four inches thick. Anyone who touches the united Triforce will have his greatest wish granted. Since the Triforce can grant evil wishes as easily as good ones, it is obviously kept under heavy guard. Moreover, the one who touches the Triforce, or any piece of it, will immediately be restored to perfect health from any injuries or illnesses, recent or otherwise; all spells on that person will be immediately broken; and his Life and Magic will be filled to capacity. If the Triforce is divided, each of its three sections confers certain powers. Anyone who possesses the united Triforce does, of course, have all the powers of the Keeper of Knowledge, Forger of Strength, and Juror of Courage, in addition to those explained above.

a. Triforce of Wisdom

This section of the Triforce typically is in the lower left corner of the united Triforce. It confers the title of the "Keeper of Knowledge" on the one who holds it. Possession of the Triforce of Wisdom allows the Keeper of Knowledge to ask any question of the Triforce and to hear the true answer. This answer is always excruciatingly literal, so questions such as "What just happened?" or "What should I do?" never yield useful answers. Direct questions, however, such as "Where is Princess Zelda?" or "Is this man who he claims to be?" always yield flawless answers. The Keeper of Knowledge also has great insight into the hearts and minds of those around him, and cannot be lied to or tricked without suspecting something is wrong. Finally, possession of the Triforce of Wisdom grants a photographic memory to its owner. Concepts such as how to build a medallion or cast intricate spells, which would generally take years of practice, can be learned by the Keeper of Knowledge in as much time as it takes to read a comprehensive book on the subject, which is usually no longer than two months.

b. Triforce of Power

This section of the Triforce typically is on top of the united Triforce. It confers the title of the "Forger of Strength" on the one who holds it. Upon obtaining the Triforce of Power, the Forger of Strength gains 9 permanent Heart Containers, and thereafter cannot be killed, no matter how low his Life is. If his Life reaches 0, he will be stunned for 3 turns, before recovering with full Life. During this time, the Forger can be killed, but only by a weapon made of

pure silver, or forged by a powerful deity. If the Forger of Strength is successfully attacked by one of these weapons while stunned, he will be reduced to a small pile of ashes. He is still not completely destroyed, though, and can be resurrected by sacrificing the one who killed the Forger, and pouring his blood on these ashes.

c. Triforce of Courage

This section of the Triforce typically is in the lower right corner of the united Triforce. It confers the title of the "Juror of Courage" on the one who holds it. The Juror of Courage has the power to discern the motives and intentions of any people he comes in contact with, allowing him to act with complete confidence. This insight takes the form of knowing if someone is acting under good or evil intentions, whether he is being honest or not, and if the person is truly a friend or enemy.

The Juror of Courage also has the ability to sense if he is in danger, stepping into a trap, or acting unwisely. As such, he is freed from all possible fears or uncertainties, and can act with total courage.

d. Triforce Fragment

Any part of the Triforce can be split up into pieces by the person that owns them, and later reassembled seamlessly. These fragments do not confer any of the powers of the Keeper, Forger, or Juror, but they do restore anyone who touches them to perfect health, refilling his Life and Magic, and breaking any spells the character is under.

If these pieces are put back together correctly, they will meld together, and the seam between them will disappear completely. The person who split the Triforce remains its owner (Keeper of Knowledge, etc.) until someone else reunites the Triforce.

(e.g., when Zelda split the Triforce, she was still the Keeper of Knowledge, and Link was not, until he placed the last fragment of the Triforce of Wisdom into place, and owned the completed Triforce of Knowledge. At that point, he became the Keeper of Knowledge.)

2 - Symbols of Virtue

Especially successful adventurers may win proof of their merit in the form of various pendants or other gifts from the goddesses. Some Hylians regard these gifts as proof that the goddesses still watch over Hyrule, and bestow these prizes directly. Others, maintaining that the goddesses did leave Hyrule after its foundation, say that the Pendants are simply part of the world they built, like the Triforce itself, and are necessarily bestowed by a spell cast on the whole of the planet.

These symbols mean that the person granted them epitomizes the concepts they symbolize. None but the wisest receive the Pendant of Wisdom, none but the strongest receive the Pendant of Power, and only one who shows no fear in any danger is fit to wear the Pendant of Courage.

a. Pendant of Wisdom

The Pendant of Wisdom is the symbol of the Goddess of Wisdom, and is bestowed as a reward to those who use their mental abilities judiciously. It is bestowed for solving difficult riddles, or averting war by cleverness, or other such great feats of brain-power or skill.

It is often taken to mean that its owner is fit to become a Keeper of Wisdom.

b. Pendant of Power

A symbol of the Goddess of Power, this pendant symbolizes strength of arms, determination, and fortitude. It is bestowed upon those who survive great feats of strength, such as slaying mighty monsters or wizards, or completing Herculean tasks.

It is often taken to mean that its owner is fit to become a Forger of Strength.

c. Pendant of Courage

Symbolizing the Goddess of Courage, this pendant shows its bearer to be of great courage,

unflinching in the face of great dangers, real or imagined. It shows that its owner fears nothing and nobody, and is willing to do whatever his station in life calls him to.
It is often taken to mean that its owner is fit to become a Juror of Courage.

VI - Combat

A - Turns

The game is divided up into turns. During most of the gameplay, this will be irrelevant, but in combat, or when split-second operations are taking place, the concept comes into play.

What a character can do in a turn depends on its Action Points or AP. AP refill each round, this means that any AP you don't use on your turn can still be used for response actions like dodging until your next turn when they refill. Be sure to remember how often your character can act, so you won't have to keep looking it up, and so you can take advantage of all opportunities.

When combat starts each player rolls a D20 and add +1 for every 1 point below 10 their dexterity is. This is done for every creature in the combat. The values determine the combat order and the reaction time of the characters. If two characters tie, players go first. If the tie involves 2 enemies or 2 players, they are to roll off until a tie breaker is won.

Any character may attempt to dodge any attack by rolling an Acrobatics Check, but by doing so, the character sacrifices 1 AP, and cannot dodge again until another AP is available. For a character with a lot of saved AP, this is hardly an inconvenience, as he can attempt to dodge a blow, and still take an action in the same turn. However, if a character has 1 or 2 AP and uses them during their turn, they will be unable to use a dodge response as they have no remaining AP.

Dodging is declared after a successful attack is made against a player with AP remaining. They roll their acrobatics skill and if they succeed damage is reduced by 25% and then taken as normal. If they fail damage is taken as normal. Characters with high armor (or AV) have little need to dodge as they can block most damage.

Many actions are roughly equivalent to attacking, but some are not. Here are some examples of some common actions, and how many actions they would take the same time as.

- 1 action: Open a door, drink vial, pull item out of purse, remove pack.
- 2 actions: Unlock/lock a door, put on pack.
- 1-3 actions: Pull item out of pack (Based on how many items are in the pack)
- 3 actions: Tie/untie complex rope knot, strap, etc.

B - Attacking

Characters have a set number of AP, this determines how many actions they can take each round of combat. Actions are Moving, Attacking, or performing a skill.

When rolling for combat, rolls are different based on how the player attacks. These differences are between Melee or Ranged attacks.

1 - Melee Combat

In a Melee attack the attacker rolls their Melee skill, if they succeed the defender has 3 options: take the damage normally, Brace and take the damage to armor, or Dodge.

- For no AP anyone can take damage as normal. Simply take the damage minus your AV.
- For 1 AP anyone can Brace to reduce damage to armor; the attacker rolls their weapon's (or their unarmed) damage and the defender loses that much health (minus their armor value x 1.5 for bracing); this is the ideal action for heavily armored tanks. Brace must have a direction they are

facing (does not give the +2 bonus when hit from behind). If holding a shield add the shields AV to your Brace after the 1.5x multiplier (if not hit from behind).

- For 1 AP anyone decide on dodging while remaining in melee range they make a dodge attempt by rolling their acrobatics skill. If they pass they take 25% less damage, then damage as normal. If they fail they take damage as normal. When dodging rolling a 1 will result in failure and the dodging character falling prone through tripping themselves.

2 - Ranged Combat

On the other hand a Ranged attack is quite different, but with similar concepts. The Ranged attacker may make an attack at any range however their difficulty for their attack goes by the weapons range. Weapon Max range is calculated by adding the weapons max range to any modifiers your class or qualities add to that range.

- If they attack at point blank (5ft) they get +1 to their roll to beat their ranged skill (which is much easier) unless their weapon is scoped, in which case there is a -2 modifier (which is much harder)
- If they attack anywhere greater than point blank range, but below half the weapons range, they roll their ranged skill as normal.
- If they attack anywhere between half the weapons range and it's full range they get a -3 to their roll to beat their ranged skill for every half of the weapons range increment over it they are (this is only -1 if the weapon is scoped).

After the attacker has made a successful ranged attack the defender has 3 options: take the damage normally, Brace with a shield, or dodge.

- For no AP anyone can take damage as normal. Simply take the damage minus your AV.
- For 1 AP and a Shield a player can Brace against a ranged attack; the attacker rolls their weapon's damage and the defender loses that much health (minus their armor value x1.5 for Bracing); this is the ideal action for heavily armored tanks. Brace must have a direction they are facing. Add the Shield's AV to your Brace if hit from the front (after the 1.5x multiplier).
- For 1 AP anyone decide on dodging while remaining in melee range they make a dodge attempt by rolling their acrobatics skill. If they pass they take 25% less damage, then damage as normal. If they fail they take damage as normal. When dodging rolling a 1 will result in failure and the dodging character falling prone through tripping themselves or other method.

3 - Magic Combat

In a magic attack the attacker rolls their Magic skill against the target. On a magic roll 4 things can happen.

- If a critical (20) is rolled the Spell fires with Overcharge. If it deals damage it deals 1.5x that damage instead. If it does not deal damage it gets double its duration. A save is not made against this overcharged magic.
- If a success but not a critical (20) is rolled the Spell fires as normal.
- If a failure, but not a critical failure (1) is rolled than the spell doesn't fire, and the GM gives an appropriate "Backlash" effect. Something simple like extra MP loss, or no ability to dodge this turn.
- If a critical failure (1) is rolled the spell backfires. In this case if the spell does damage it inflicts it on the caster. If the spell does not do damage but has a negative status effect it hits the caster. Lastly if its a healing or positive effect spell it instead hits a random enemy target. The target of a backfire should generally be a different target than the spells intended one if possible.

If they succeed in hitting with the spell the defender has 2 options: take the damage normally, or Dodge.

- For no AP anyone can take damage as normal. Roll for your save to negate or reduce the damage

of the spell, then take the remaining damage minus your natural + magical AV (Worn armor and shields do not count toward this).

- For 1 AP anyone decide on dodging while remaining in melee range they make a dodge attempt by rolling their acrobatics skill. If they pass they take 25% less damage, then damage as above. If they fail they take damage as above. When dodging rolling a 1 will result in failure and the dodging character falling prone through tripping themselves or other method.

C - Damage

Damage is calculated by taking weapon + Qualities/Drawbacks + misc. This damage is rolled and then dealt out. If you have rolled 1D8 and had a damage bonus of +3 for your qualities, you would deal 1D8(5) + 3 + 0 = 8 damage. If the opponent has 4 armor you would take 8 - 4 = 4 damage. If you have hit critically or have hit an enemy using their weakness, then add damage or multiply the damage accordingly BEFORE reducing by armor.

D - Shields

A character with the Shield Specialty using a shield can hold it in front of him to catch blows during any turn in which it is not attacking. During a turn in which the character attacks, the shield is dropped. If a character gets attacked from a direction in which they are not blocking / Bracing they must spend 1 AP to Brace in the new direction. Shield AV only counts when performing a Brace. When a shield is not declared up with a Brace it's AV is not added to the wielder.

A character without the Shield Skill trying to use a shield must roll their lift each time he attempts to block a blow from the direction he is facing. (Such a character cannot block blows from other directions.) If he rolls higher and succeeds, the block will be successful and the player is considered in a Brace. Otherwise, the shield has no effect.

Attacks with higher armor penetration than your shields value will not only go through the shield, but also deal double durability damage..

(Note: You must declare, at the *start* of the turn, which creature you are blocking ranged attacks from, or your character will be assumed to have the shield dropped.)

Other items may be used as shields as well, with varying amounts of success. A character with the Shield Specialty can use any object it can hold as a shield, but it will work as a Shield wielded by a character without the Shield skill as described above. GM's may impose penalties for using heavy or cumbersome items such as small tables, coat racks, or chairs.

E - Darkness

Ill-prepared or surprised characters may find themselves in dark environments. How dark is "dark" depends highly on the GM's interpretation, but generally, caves are considered to be dark, and other terrains are not. It is interesting to note that the Valley of Death on the island of Hyron, east of Hyrule is always dark because the volcanic ash that rises from that hellish place blots out the sun except during the strongest of winds.

Creatures fighting in darkness (except for creatures that can see in the dark, noted in the individual descriptions) get -2 to all skills, including combat ones, and, cannot dodge. Ranged attacks get a -5 to their roll. They cannot see more than 10 feet in front of themselves, and cannot read or write legibly. Characters cannot use shields in darkness unless they have the Shield Specialty. Characters competently using shields use them as though they did not have the Shield skill as described above in [D - Shields](#).

Some environments are low light, and in such cases all skills get -1 to their roll, and Ranged attacks get -3 to them. These effects are negated with low light vision or dark vision.

F - Awakening

If a character is asleep when something loud or exciting happens near it, roll their perception. If they succeed they wake up and can act as normal, if they fail they remain asleep and can make the attempt again when something else influences their sleep..

Any sleeping character will immediately be fully awake if it is attacked in any way.

G - Damage Types

Types of damage and their type definitions. Effects caused by these damage types are listed in section H below.

1 - Poison

Some attacks can poison a player. These attacks cause the player to take an Endurance roll. If failed they are poisoned for 1D4 rounds unless otherwise stated. Poisoned characters take 1D4 poison damage on each of their turns. This effect happens until the time is up, or poison is removed via magic or potion.

2 - Fire (Elemental)

Some attacks can deal fire damage. If the player does not dodge or block these attacks successfully, they are on fire. Fire deals 1D6 damage on each of the players turns until either it is put out with magic or water, or the player takes a full round to roll on the ground and put it out leaving them prone. Being hit with Cold or Water damage removes Fire.

3 - Cold/Ice (Elemental)

Some attacks can deal cold damage. If the player does not dodge or block these attacks successfully, they are freezing for 1D4 rounds. Cold deals 1D4 damage on each turn the player is affected, and they only get to use half of their AP rounded down. Being hit with Fire removes Cold.

4 - Acid (Elemental)

Some attacks deal Acid damage. Acid damage deals damage to armor (does not affect natural armor) their armor drops by 1 point for round of acid damage they take. This armor loss cannot be recovered until the armor is repaired at a blacksmith.

5 - Electrical (Elemental)

Electrical damage causes things that are metal to have odd effects. When struck with electrical damage if the target is made of conductive metal or have a Drenched state they take x2 damage. Electrical damage almost always has a small chance to stun. When a natural 20 is rolled the target gets hit with a stun effect for 1 round.

6 - Water (Elemental)

Water damage is a special type that causes the Drenched / Soaked effect when it does more than the Hit Dice of the affected target in damage in a single attack.

6 - Wind (Elemental)

Water damage generally involves being knocked, pushed, or hit with something. Because of this almost all Wind damage (unless otherwise specified) counts as Magic and Bludgeoning damage.

7 - Ethereal (Realm)

Some targets and weapons are Ethereal. When something is Ethereal it cannot be damaged by physical means, only spirits, ethereal weapons, or magic. When something is Ethereal it does not provide protection to objects behind or within it from physical attack. For example a suit of Ethereal armor, or an Ethereal wall would take damage from ethereal, spirits, and magic, but an arrow would pass through it, not harming the armor or wall, but instead the person within or behind it.

8 - Demonic/Dark

Demonic damage is a special type of rotting or dark damage that corrupts and infects individuals. When this damage is done if the target is undead or demonic they instead suffer no damage or effect that goes along with the damage.

9 - Energy (Arcane)

Energy damage is a special type of damage. It is purely magical with no affiliations to the divine, demonic, elements, or the realms. It is simply Energy. Energy damage cannot be reduced through non magical means. Armor with an enchantment counts as magical for this damage reduction.

10 - Divine/Light

Divine damage is a special type of glowing and healing light that purifies and cures individuals. When this damage is done if the target is divine they instead suffer no damage or effect that goes along with the damage.

H - Effects

Effects are the basic combat occurrences. These also qualify as abilities some creatures may have naturally, especially if they use natural weapons. These explain damage types and effects noted in abilities and spells.

1 - Stun

A Stun, in the case of creatures anyways, is a blow from a blunt instrument such as a boomerang, club, or fist. It has different effects on different creatures, but typically it stuns them for 1 turn. Stun will have a value after it if this creature can stun for more than 1 turn. A stunned creature loses half their AP on their turn.

2 - Paralysis

A Paralyzing hit can cause a creature to be locked in place, unable to defend, attack, or perform any other actions. Paralysis usually lasts 1D4 turns unless otherwise stated or until it is removed. A paralyzed creature skips its turn (besides rolls used to remove the paralysis) and cannot defend themselves or dodge.

2 - Prone

A character that is prone is on the ground either sleeping or performing another task which takes all of their attention (such as putting out a fire, recovering from a heavy hit, etc). A Prone character cannot make a dodge attempt, and must use 2 AP to stand up on their turn to remove their prone status.

3 - Penetration

Some attacks have a penetration value. This value causes the attack to ignore that much armor, natural or otherwise, when dealing your damage. Super Penetration means that the weapon or attack ignores all armor. For unique RP, if your Penetration value is more than double the AV of your target, have the shot / attack go through the opponent and hit whatever is behind it as well.

4 - Cursed

Some attacks are cursed. These attacks have a specific effect defined with the curse. Players use their Magic skill to attempt to resist a curse, if they fail they get the effects of the curse for 1D4 rounds. Curses can be removed via blessings and magic, but not via potions.

5 - Bleeding

Some attacks cause bleeding wounds. While bleeding a victim takes 1D4 bleed damage per round until stabilized with a successful Medicine check, or healed at least 1 HP.

6 - Drenched / Soaked

Sometimes a target is covered in wetness or water from swimming, being splashed, or falling in mud. In these cases they are considered Drenched until they can dry off using fire for 10 min, or a towel / cloth in a dry area for 1 min. Drenched targets take 2x cold/ice damage, and ½ fire damage. If they take fire damage they are no longer considered drenched.

I - Environmental Hazards

Environment has many hazards to challenge adventurers. Those hazards are:

- a. **Heat:** Heat goes in 5 levels. For each level any unprepared or protected characters with “heat resistance X” take effects based on the table below.
- b. **Cold:** Cold goes in 4 levels. For each level any unprepared or protected characters with “cold resistance X” take effects based on the table below.
- c. **Rain:** Rain causes low visibility and causes everyone to get wet. Visibility is dropped by 10ft, and anyone weak to water gets -1 to their rolls. Flying reduced to 3 quarters speed.
- d. **Fog:** Reduces max visibility to 20 ft, except for creatures with omnisense.
- e. **Thunderstorm:** Thunderstorms have the effects of rain, but add lightning. If a player is carrying metal and is not in cover, the GM rolls to see if lightning strikes them. It gets +10% chance every 10 mins out in the storm. If hit the Lightning does 3D8 Electrical damage and starts a fire on the ground. Flying reduced to one quarter speed.
- f. **Sandstorm:** Visibility reduced to 10ft. Magical effects on environment are not usable. Sand reduces movement by 15ft. Flying is impossible. Creatures with omnisense can only see 10ft.
- g. **Poison Gas:** Sometimes fog is poisonous. In the effects of fog characters will take 1D4 poison every 5 minutes unless dealt with through “resistance Poison”.
- h. **Snowstorm:** Visibility reduced by 20ft, movement reduced by 10ft. Flying at half speed.

Cold Effects Table

Cold Lvl	Cold 1	Cold 2	Cold 3	Cold 4
Example	Chilly day	Snowy cold day / area	Climbing high cold areas like mountains / tundra	Peak mountainous areas or frozen caverns
Description	1D4 Ice damage per 5min exposed	2D4 Ice damage per 5 min exposed Movement -5ft	2D4 Ice damage per 2 min exposed, Movement -10ft, disadvantage on saves / attacks	Paralyzed in Ice on Endurance Save every 1 min. 3D4 Ice damage every 1 min.

Heat Effects Table

Heat Lvl	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5
Example	A Hot Day	Normal Desert heat or extreme hot day	Desert at High Noon, direct Sunlight	Hot cave system, Long Desert Exposure	Volcanic Area
Description	1D4 Fire damage per 5min exposed	2D4 Fire damage per 5 min exposed Movement -5ft	2D4 Fire damage per 2 min exposed, Movement -10ft, disadvantage on	Endurance save every 1 minute or fall unconscious (prone). 3D4 Fire damage every 1	Endurance save or Combust. Burning 3D4 fire damage every 6 seconds, ignores

			saves / attacks	min.	armor.
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VII - Magic

A - Magic Points

The Magic Points are located just to the right of the HP on the Character Sheet. You use it to keep track of how much Magic Power your character has. This is otherwise referred to as MP.

B - Magic Items

Magic Items are items that are powered by a character's Magic power, or else which summon magical powers, themselves. All magic items require the user have at least 1MP to use. These are listed in *Weapons & Gear*.

C - Spells

Spells can be found in the *Magic Spells & Music* Book. This book will guide you through the different types of Magic and how / what you can choose.

VIII - Setting:

The world that Hyrule exists in is very reminiscent of the French or English Renaissance period on Earth, with the significant exception that magic is quite common. The main countries we are concerned with in it are Hyrule and Termina.

A - History:

a. Beginning of Time

Before time began, before spirits and life existed, three Golden Goddesses descended from a Distant Nebula upon the chaos that was Hyrule. These three Golden Goddesses were Din, the Goddess of Power; Nayru, the Goddess of Wisdom; and Farore, the Goddess of Courage. The Golden Goddesses each infused the land of Hyrule with their own powers. Din, with her strong, flaming arms, cultivated the land and created the red earth. Hence, she created the very earth from which life in Hyrule would spring. Nayru poured her wisdom onto the earth and gave the spirit of law to the world, thus establishing order in a formerly chaotic world. She was responsible for the creation of the laws of the universe, including the laws of science and wizardry that would govern Hyrule and the universe at large. Farore, with her rich soul, produced all life forms that would uphold the law established by Nayru. As the mother of all life in the universe, she created the beings that would walk the earth, fly in the sky, and swim in the waters.

The three Golden Goddesses, their labors completed, departed for the heavens from a parallel dimension connected to the land of Hyrule, a realm of midday golden skies and a place where the spirits could roam free. A temple dedicated to the element of light was set at the heart of this Golden Land and the Goddesses departed from the point atop the pyramidal temple, leaving behind a symbol of their power at the point atop the temple. This symbol, a golden triangle composed of three smaller triangles united to form one, came to be known as the Triforce, a relic of omnipotent and omniscient power. The Triforce, when mastered in its entirety, would grant its wielder his or her heart's desire for the duration of his or her natural life. It served as a balance of the three forces: Power, Wisdom and Courage. Only one with all three forces in balance in his or her heart would be able to wield the united Triforce and use its true power to govern all. The Golden Land of the Triforce came to be known in the land of Hyrule as the Sacred Realm.

b. The Time of the Sky People

Unfortunately, one life-form attempted to gain the Triforce for his own evil desires, the demon known as Demise. Eventually, the land of Hyrule was overrun by demons, forcing the first humans to live in the sky in what would eventually be known as Skyloft. The deity Hylia, the appointed keeper of the Triforce, joined the remaining tribes to battle Demise before turning him into the behemoth known only as The Imprisoned and sealing him within the confines of the Temple of Hylia, which would deteriorate into the Sealed Grounds. Though Demise was defeated, The Imprisoned proves to be too powerful for the seal to hold him. As a counter, Hylia crafted the Goddess Sword which is placed under the watch of Skyloft and would signify should Demise's seal be close to being broken before discarding her divinity and is reborn generations later as a girl named Zelda. The first Link eventually would defeat Demise permanently using the power of the Master Sword, otherwise known as the Goddess' sword, the Skyward Sword, and the sword of evil's bane.

To seal the gateway to the Triforce's new hiding place, which would later become known as the Sacred Realm, the Ancient Sages, the appointed wielders of the powers of the world's elements by the Goddesses, converted the Sealed Grounds into the Temple of Time, which was constructed around the Pedestal of Time and also modified the Master Sword with the assistance of the Oocca race to act as the key to the Sacred Realm. The Sages then sealed the Grand Chamber of the Master Sword with a mighty stone barrier known as the Door of Time, which was then locked by a seal that could only be broken by one possessing three magical jewels, the Spiritual Stones, and the powerful instrument known as the Ocarina of Time with the knowledge to play the Song of Time. Each of these items were then given to the four major races of Hyrule.

As the ages passed, Demise's final words became a prophecy, telling of a catastrophic event known as the Great Cataclysm, in which the Triforce would be shattered and the land of Hyrule would be cast into darkness by the evil that shattered the Triforce. However, this dark entity would be repelled by a great hero, the Hero of Time, who would wield the Master Sword on the eve of the Cataclysm. The Hero of Time would work with the mythical Seven Sages to banish the dark one and return the light of peace to the land of Hyrule. This legend passed down through time and became myth as well as prophecy, the Prophecy of the Great Cataclysm and the Hero of Time.

c. The Hylian Civil War

For many ages, each of the races of the land lived in peace. However, knowledge of the mythical Sacred Realm and the all-powerful Triforce contained within spread across the land. Eventually, Hyrule fell into a state of civil war as the people's fought to gain control of the Sacred Realm and the Triforce within. One tribe, a group of dark magicians, referred to simply as Interlopers, crafted an ultimate weapon, the Fused Shadow, and attempted to use it to seize control of the Sacred Realm and by extension take the Triforce for their own.

The threat of the Interlopers and their powerful dark magic became so great that the Golden Goddesses intervened. They commanded the Light Spirits to confiscate the Fused Shadow and banish the Interlopers to a land of perpetual twilight. The Light Spirits obeyed their orders, and the Interlopers were driven into the prison world of the Twilight Realm. There, they gradually evolved due to exposure to the twilight, becoming the Twili race, and eventually let go of their resentment towards the world of light and became more peaceful and humble. The Mirror of Twilight was left as the only portal between the Twilight Realm and Hyrule. The Fused Shadow was shattered into four pieces, one of which was kept by the Interlopers and their descendants. The other three were hidden across the land of Hyrule by the Light Spirits.

The war ended when the King of Hyrule unified the land under one banner. The Hylian Royal Family presided over all the land, with races such as the Zora, Gorons, and Gerudo swearing allegiance to the king. However, Ganondorf, the Gerudo King of Thieves, and also the prophesied incarnation of Demise's hatred, secretly plotted to betray the king and obtain the Triforce so that he might conquer Hyrule for himself.

d. The Great Flood

This book plays out the world of Hyrule as if this event did not or has not yet happened. You can still use this book and edit the world to make this event in the past however that is at your own discretion.

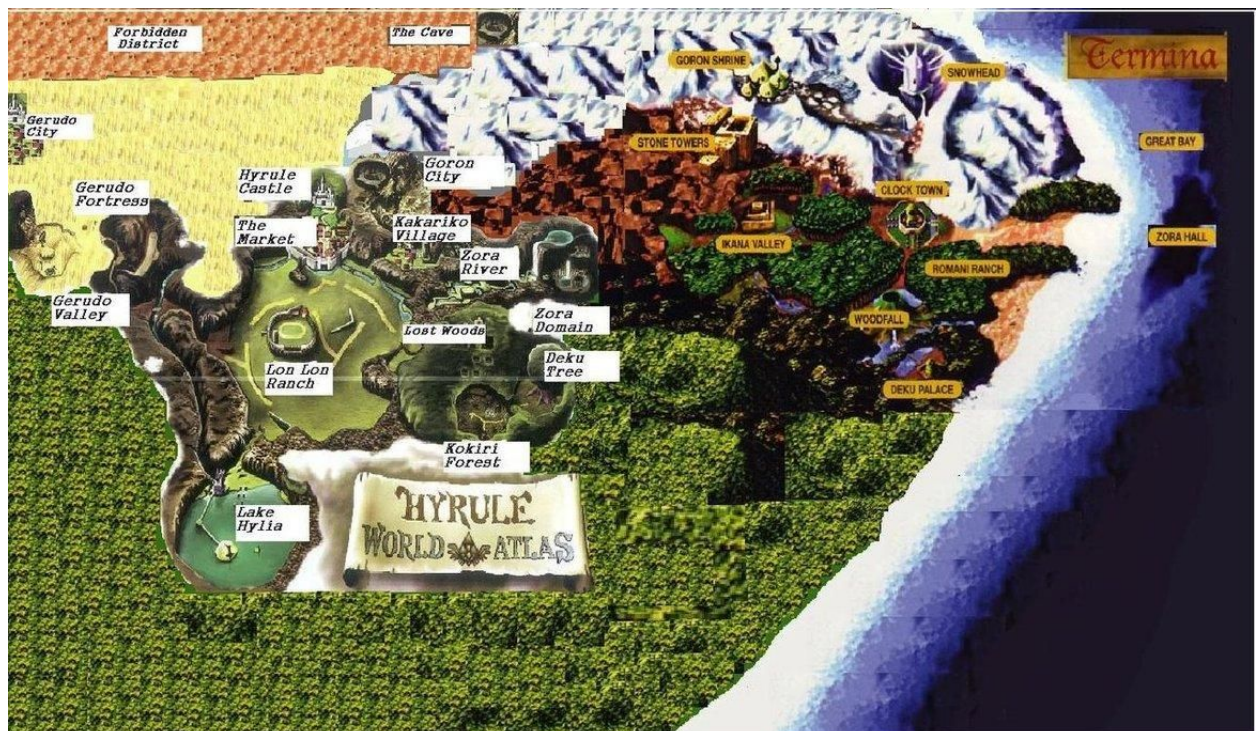
Several centuries after the events of Ocarina of Time, the seal on the Sacred Realm weakened and Ganon escaped his imprisonment. Although the citizens of Hyrule prayed to the three Golden Goddesses for the Hero of Time to save them, he did not appear and Ganon resumed control. The people of Hyrule were left with no choice but to appeal to the Goddesses, who flooded Hyrule in an attempt to stop Ganondorf. The surviving population evacuated to the highest grounds of Hyrule, which became the islands of the Great Sea.

Using the Master Sword, a seal was then put on Hyrule Castle, keeping it intact inside a giant bubble beneath the Great Sea, while keeping Ganondorf's powers and his minions dormant. While keeping Ganondorf inside of Hyrule, the seal also kept anything else out, as Hyrule cannot be accessed simply by diving beneath the Great Sea. It instead requires special entry, either by means of ringing the bell atop the Tower of the Gods, a portal, or by holding a shard of the Triforce.

At the end of the events of The Wind Waker, Hyrule uses the power of the Triforce to wash away the remains of the sunken Hyrule and Ganondorf with it, resulting in the final destruction of Hyrule. With his dying breath, he instructs Link and Princess Zelda to find new land, not to be the old Hyrule, but a new land of their own.

B - Geography

The geography of Hyrule is something of the most fantastic type. Hyrule consists of every climate from areas of perpetually cold winters to scorching deserts. Termina on the other hand is divided between a great forest to the south, a desert to the east, a snowy north, and a western ocean. The map below will help you visualize the layout of the land.



C - Culture

1 - Succession of the Crown of Hyrule:

In the event of the death of a king of Hyrule, the crown shall be passed to his oldest son.
If the king has no son alive, it shall be passed to his oldest child.
If the king has no children alive, it shall be passed to his eldest grandson, or, barring such, the eldest granddaughter.
If the king has no descendants, it shall be passed to the King's eldest brother.
If the king has no brother, it shall be passed to his oldest sister.
If the king has no siblings alive, the order of precedence continues as follows: Oldest male first cousin, oldest female first cousin, oldest nephew, oldest niece, and so forth.
The firstborn daughter in each generation is given the name Zelda after Zelda the Dreamer.

2 - Obligations of the Crown:

The duty and responsibility of the royalty of Hyrule is to protect the people. The crown must never take a course of action which would cause harm to its nation or subjects.
As such, the royals have hardly any rights of their own, as regards their personal lives. They must always live for duty and purpose.
However, the weight of the crown is lightened some by privilege. The royals of Hyrule live in the grand North Castle, in the lap of luxury. Their decorations are lavish, and their furniture comfortable. Royalty are never hungry or cold in their palaces, and have a royal guard for protection.

3 - Obligations of the People:

The people of Hyrule are expected to obey their king in all things, and to serve their land well. They are to send a portion of what they produce to the King to be used for the good of the kingdom. For example, a blacksmith is expected to send every tenth piece of armor he makes to the Hylian Army, a miller every tenth sack of flour, and a shepherd one sheep per flock per year. Laborers are expected to spend one month out of the year in service to the kingdom.

4 - Principle Laws:

The most sacred laws of Hyrule are these:

- a. To attack another person when you are not attacked will result in imprisonment. To kill a person who has done you no wrong will result in death.
- b. To steal a possession which rightfully belongs to another will oblige you to pay back the item, and another item of equal wealth. If you steal a sack of flour, you owe your victim two. If you steal a diamond ring, you owe him two. If you cannot pay, you shall work until you can, however you must, whether as a miller or as a miner, or as whatever you must become to repay the debt.
- c. Any citizen has the right to appeal to the royalty over any matter, although it is a very bad idea to waste His Majesty's time with trifles. Audiences are granted in the order the requests are received, and the word of the King is always final.

5 - Military:

a. History:

Hyrule's militia have never really been seen en masse, however it is clear that their military might is far greater than any other. Simply through their complete dominion over such vast and wealthy lands, while being constantly attacked by every sort of creature and army.

b. Divisions:

Aside of the Castle Guard, the Army consists of three divisions, Police, Border Patrol, and Hunters.

Hyrule does not currently have a proper navy, but also no main access to water.

i. Town Guards

Each town in Hyrule has a contingent of soldiers assigned to it for purposes of keeping the peace, resolving disputes, collecting and delivering taxes, and defending the town from

intruders and monsters.

The size of the force of soldiers in each town varies, depending on the town's size and importance, but typically 1 guard is stationed to every 20-30 citizens.

ii. Border Patrol

The border is patrolled by bands of soldiers in groups of anywhere from 5 to 10, who usually simply march along the border of Hyrule from the southern end to the northern and back again. They look for trails, old fires, or anything else that might suggest military activity or other threats near the borders. Typically, about 15 or 20 of these bands are active at any one time, but the numbers vary drastically depending on the number of soldiers available.

iii. Hunters

The Hunters are the bravest of soldiers, who take on the least pleasant of jobs.

When monsters attack, the Hunters are dispatched to find and eliminate them. They are well equipped, and consist of the best men in the Army.

c. Ranking:

i. Castle Guard

The Castle Guard of Southern Hyrule before the invasion consisted mainly of members of the hereditary Order of the Knights of Hyrule. Now, due to a shortage of good fighters, the ranks are being opened up to more soldiers. The current guard consists mainly of the Knights of Hyrule and the old Castle Guard of North Castle from Northern Hyrule before the unification. To be a Castle Guard, a soldier must be competent in swordplay, swear allegiance to the king personally, and serve for at least five years in the army.

Watchman is the official title of North Castle's lookouts. They are usually stationed on the parapets and towers, and control the drawbridge.

They are equipped with P3 D1 swords and P1 shields.

They earn 7r per day.

Elite Knight is a more skilled watchman. To become a Dark Knight, a Watchman must have an Attack of at least 9, and must have served for at least one year as a Watchman.

They are equipped with P3 D1 swords, P1 shields and blue armor.

They earn 8r per day.

Lancer is a high rank of castle soldier. These soldiers usually stand guard at the gates and important checkpoints in the castle. To be considered for Lancer, a Elite Knight must have an attack of at least 10, must have served as Elite Knight for at least 2 years, and must have learned the Spear and Throwing skills.

They are equipped with P3 D1 enchanted spears that return to them the turn after they are thrown and red armor.

They earn 300r per month.

Captain is the highest rank of guard. The captains supervise all military activity in the castle, and assume command during attacks.

Lancers must learn to use the Ball-and-Chain to assume the rank of Captain. It is an unusual weapon that requires about a month of training. It has a Penetration Factor of 4, and inflicts 2 Damage.

Captains are equipped with Yellow Armor and a Ball-and-Chain.

They earn 400r per month.

ii. Army

Footsoldier signifies an enlisted soldier with no military training. As such, they are given

room, board, and daily training in whatever weapon they show the most aptitude for. Usually, they are trained in swordplay, as it is the most common form of combat in Hyrule. These footsoldiers cannot be considered for promotions to ranking positions until they have completed at least 1 year of service, and demonstrated their skill in battle to their superiors.

Recruit signifies a fighter who has sworn fealty to the king and country of Hyrule and been accepted into the Royal Army of Hyrule.

Recruits typically earn 1r per day, plus room and board. Combat and hazard pay is typically 5r per day, plus a 20r bonus for completing a campaign.

To be considered for the Army, a character must be fit [Life 4, at least] and be a competent fighter [Attack 6, at least] and must carry a recommendation from a trainer, soldier, or other reliable source, endorsing him as acceptable material for the military.

Soldier signifies a fully trained Hylian warrior who fights under a captain and general in the name of the king and country of Hyrule. Soldiers typically earn 2r per day, plus room and board. Combat pay is typically 10r per day, plus a 50r bonus for completing a campaign. To be considered for promotion to the rank of Soldier, a Recruit must show his skill in combat [Attack at 7, at least] with at least one close-combat weapon and one range weapon, preferably a sword and bow.

Captain signifies command over a specific duty or a smaller group of troops. Captains command troops from the fronts, leading their groups into battle.

Captains typically earn 100r per month, plus room and board at North Castle, or in whatever fortress or town they are stationed in.

General signifies command over a large number of men. Usually, one General is assigned to a certain area of Hyrule, or a specific war.

Most Generals make 250r per month plus room and board and the security of a fortress or guarded home. They often receive gifts from the Royal Family after completing particularly noteworthy military maneuvers.

High General is a unique rank. The High General is known as the Minister of War in peacetime. It is his job to know what all the branches of the military are doing at any given point, to allocate resources, and to deploy troops to different Generals in different areas.

The job of High General pays a 500r per month salary, plus plenty of food, and a room in a well-guarded tower in North Castle.

D - Economy

1. Hyrule

As is typical of pre-industrial societies, there is a huge cultural-gap between the royalty and the commoners; however the peasants do enjoy some degree of creature comforts.

The average Hylian lives in a one or two-room house, has a small farm, and works hard at his profession. He owns one set of clothes, a good winter cloak or cape, a bed and bedclothes, and sufficient utensils to cook and eat.

Hyrule is a bountiful land, and very few ever go hungry. Food and drink are typically cheap, and herbs for magic potions are common. Thus, Hyrule usually generates a surplus of food, clothing, and magical brews, which it can trade to the lands of Termina in exchange for metals and gems which they need for plows, weapons, armor, and machines.

2. Termina

Termina being adjacent to Hyrule also tends to have bountiful land. However, being located near the sea, and centralized between Hyrule's and Termina's many tribes, Termina is more of a goods trading

nation. Most of the populous live either on the coast as seafaring traders, or in Clock Town at the nation's center. They follow a democratic system where everyone has a right to vote who leads, and as such there is very little difference between a commoner and the mayor.

E - Science

The main technologies in Hyrule are magically based, and mystical forces are harnessed in the same way as the natural forces here on Earth are by modern science.

Hyrule has no gunpowder, but it would be useless in a world where wands and spells dominate warfare.

Hyrule's mechanical science includes clockworks and siege engines such as catapults and ballistae.

The high literacy rate this country enjoys makes research and development quite easy, and novel devices abound in Hyrule when the economy allows its residents enough leisure time.

Termina on the other hand have technologies beyond their time. Focusing more on technology than magic based items, Termina has the great Clock tower, telescopes, piped water systems, and some really advanced mining tools, as well as gunpowder for explosives.

F - The Brotherhood of Underworld Monsters:

The brotherhood of Underworld monsters is more of a treaty than an actual brotherhood. It is a finite agreement between all monsters that they shall not interfere with one another, but all stand against Hyrule.

Recently King Igos of the Ikana Canyon in Termina has been stirring up a lot of commotion among the brotherhood. He intends to lead all the monsters that once followed Ganon, however this is only because he believes the great Ganon will not return. The brotherhood of monsters always follows Ganon when he is around however.

G – Faith's of Hyrule

Hyrule has 3 main goddesses; however there have been a few other deities that have earned their rights as religious gods to many followers. More information can be found in [Religions and Factions of Hyrule](#).

They are as follows:



a. The Goddess of Courage, Farore (Bottom Right Triangle of the Triforce)

The Goddess of courage and life form. Aside from plants (made by Nayru) Farore is the goddess of creation. She is the one whom gave life to the people and creatures of the world. She tends to bless those

most in need, and those of overwhelming courage. Namely, at the current time, this is Link. She favours the poor, and the travellers. She is prayed for mostly for a successful pilgrimage, travel, or for courage to face your fear.

b. The Goddess of Power, Din (Top Triangle of the Triforce)

The Goddess of power and red earth. She is the one whom formed the earth's surface and mighty core. She is said to be a Goddess of balance. While her sisters bless those of good, she blesses those whom would balance power. Namely, at the current time this is Ganondorf. She favours women over men, but believes in Hyrule as a whole. She is prayed to mostly for a successful fight, or victory in battle.

c. The Goddess of Wisdom, Nayru (Bottom Left Triangle of the Triforce)

The Goddess of Wisdom, water, and sight. Nayru made all the plants and oceans of the earth, and was the wisest of her sisters. She chooses to give her powers to those whom need purpose and wisdom, usually in places of power, but also in places of love. Namely, at the current point in time, this is Zelda. She tends to bless those in relationships, whether as a couple, or just as friends. She absolutely hates violence, and will avoid these people at all costs. She is prayed for usually during relationships, childbirth, and for a good harvest to feed the people.



d. The Goddess of Time, Hylia

Hylia's connection to the flow of time is shown in her creation of the Gates of Time, as well as in Fi's messages from Hylia mentioning the goddess speaking from "the edge of time". She is worshipped in Hyrule, but also as the main goddess in Termina. She was the forger of the Master Sword, which was originally the Goddess' sword, the Blade of Time. She is prayed to for peace, democracy, and controls time itself.



e. Insane Demon Twin, Majora

Majora's mask is the current state of this self-proclaimed god. Majora has no determined gender and has traits of both male and female. It is a demon who thrives simply on the despair and destruction of everything. It has no emotions and no logic beyond destroying everything. It is believed that this was one of the twin demons' that gave the Twili race their magic. It is the embodiment of shadow and despair. Majora is prayed to for black magic, despair, and destruction.



f. Demon Twin, Mujula

More commonly known as the fierce deity, Mujula was the twin of Majora. Even though he was a demon, he fought against Majora to save the people of Termina, and effectively the world. After Majora sealed itself inside a mask, Mujula did the same in order to be around when Majora reawakened, to defend Termina again. However, Majora reawakened and found the fierce deity's mask, which he kept. Mujula is the god of peaceful rest, being the only demon that will escort souls to a final resting place. He is prayed to as a sort of god of peaceful death, and a defender of life.



g. Lord of all Demons, Demise

WARNING: This demon is actually dead in the current timeline, killed permanently by Link, however he is here so that he is optional to have alive, and he is a demon god after all.

Demise is the lord of all demons; he has slain gods and demons alike to earn this title. He carries a sword that is the exact opposite of the Master sword as it is a blade of pure evil. Demise is so powerful that even the goddesses combined might could only imprison him temporarily. Demise has no specific form, as he is humanoid, but appears differently to each and every person who sees him, taking on the most intimidating appearance possible to that person. Demise is prayed to only by those that would see the sacred realm destroyed.